

ACTIVISION

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DRAGON BREED INSTRUCTION MANUAL

LOADING INSTRUCTIONS

COMMODORE AMIGA & ATARI ST

Switch on computer and insert disc (Amiga 1000 the 'Kickstart' disc must first be used) and reset your machine.

COMMODORE C64 DISC

Insert disc in drive. Type LOAD "*",8,1 and press RETURN.

COMMODORE C128

Type G064 and press RETURN. When prompted, type Y followed by RETURN. Now follow C64 instructions.

SPECTRUM CASSETTE

If using 128k Spectrum enter 48k mode and type LOAD"" and press ENTER. Press play on tape recorder. Else just type LOAD"" and press ENTER. Press play on tape recorder.

AMSTRAD CASSETTE

Press CTRL and the small ENTER key. Press play on tape recorder.

AMSTRAD DISC

Insert disc in drive. Type RUN "DISC and press ENTER.

LOADING DIFFICULTIES

We are seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you do experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch the computer off and repeat the loading instructions carefully, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User Handbook that accompanied the computer or consult your Software Dealer for advice. In case of continued difficulty, if you have checked all the hardware for possible faults, please return the game to THE PLACE OF PURCHASE.

**CUSTOMER ENQUIRIES/
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GAMEPLAY

Following on in the tradition of great arcades, Irem, the creators of R-Type and Ninja Spirit, have come up with another, Dragon Breed.

The Story

Kayus became the King of Agamen Empire when he was just fifteen years old. Those who were dissatisfied with his enthronement conspired to break the seal confining the King of Darkness, Zambaqueous, to seize the kingdom with the black power.

The Game

The main character (Kayus) sits astride a large Dragon (Bahamoot). From this position, he must fight dismounting the Dragon at strategic place to aid progress.

CONTROLS

The control of both the Dragon and Kayus is controlled by joystick or keys (depending on the version of the game). Like most Irem games, Dragon Breed has collectables. There are four types of collectables and three power levels for each. See table below.

RED	- Flames
SILVER	- Homing Dragons (like homing missiles but with baby Dragons)
BLUE	- Lightning bolts
GOLD	- Scales

The Dragon starts off green with no special weapons, and will change to the relevant colour for the weapon picked up. The power levels work as follows; If you pick up a red gem, the Dragon changes to the flames weapon, but on the lowest strength. If you then pick up another red gem, you will move up to the second power level. However, if you pick up a different coloured gem, the Dragon will move up to the second power level. However, if you pick up a different coloured gem, the Dragon will change to that weapon but will stay at the same power level as before. So once on the top power level, unless you die you will stay there.

Apart from the pick up weapons, you have at your control two other weapons. Kayus is firing a cross bow which increases in power with the power ups, and the Dragons head fires a beam up (like R-Type). This is operated by holding down the fire button and releasing. The power is determined by how long you hold the fire button for. This is visually indicated by a progressive glow from the Dragons mouth, getting brighter the longer you hold the fire button depressed.

You have one last weapon in your armoury. If you have the Gold/Scales weapon then you have the ability to coil the tail of the Dragon around Kayus, completely protecting him (for a short period only). This is achieved by pushing up and pulling down quickly; pressing fire when coiled gives eight way fire (depending on power up). You can also coil the Blue/Lighting bolt Dragon. But it coils in the opposite direction, leaving Kayus on the outside! To achieve this push down and pull up quickly.

One last point, there is a time limit for each level! When not riding

the Dragon the scroll stops and (only certain versions) will start as Kayus walks to the right, so it is advantageous not to spend too much time off the Dragon!

ST/AMIGA

JOYSTICK

When riding the Dragon (at the start).

UP	- FLY UP
DOWN	- FLY DOWN
LEFT	- FLY LEFT
RIGHT	- FLY RIGHT
FIRE	- FIRES ANY CURRENT WEAPON AND KAYUS' CROSS BOW

When off the Dragon (walking)

UP	- JUMP
DOWN	- DUCK
LEFT	- RUN LEFT
RIGHT	- RUN RIGHT
FIRE	- FIRES IN DIRECTION KAYUS' FACING AND ANY CURRENT DRAGON WEAPONS

To dismount the Dragon, while over a platform, push down and press fire. After a short delay the Dragon will take his place above your head. You can still control the Dragon while you are off it. This can be achieved by pulling down to bring him down closer

and by releasing the joystick to send it away. To re-mount the Dragon, pull down on the joystick to bring him close to you, then push up to jump.

KEYS

P - PAUSE
ESC - QUILTS GAME

All music and sound effects options are listed on the front end of both versions.

SPECTRUM / AMSTRAD

JOYSTICK

The Spectrum supports Kempston Interface 1 and 2, Sinclair and Cursor type joysticks. The Cursor type will have to be defined as keys. The program will auto-detect which ever type of joystick you press fire to start with.

As ST/Amiga apart from re-mounting the Dragon which is Down and Fire when the Dragon is called down towards Kayus.

KEYS

CAPS SHIFT 1 - PAUSE (Spectrum)
CAPS SHIFT 2 - UN PAUSE (Spectrum)
ESC - PAUSE (Amstrad) toggle

All in game keys are user definable. But the defaults for both

Spectrum and Amstrad are;

UP - Q
DOWN - A
LEFT - O
RIGHT - P
FIRE - SPACE BAR

COMMODORE C64 / C128

Because the 64 has an unusual palette, the colours for the Dragons tail will differ for two types of weapon. They are as follows;

PINK - FLAMES
ORANGE - SCALES

JOYSTICK

As ST/AMIGA apart from;

Re-mounting the Dragon which is Down and Fire when Dragon is called down towards Kayus. To jump when off the Dragon is Up and Fire. To fire up or a diagonal up, push up and re-centre joystick before firing.

KEYS

RUNSTOP - PAUSE
Q - QUIT (Only when paused)

When prompted please turn disc over to second side.

CREDITS

ST AMIGA

Coding	ARC DEVELOPMENTS
Graphics	ARC DEVELOPMENTS
Music	MARTIN WALKER

COMMODORE 64

Coding	DIGITAL DESIGN
Graphics	DIGITAL DESIGN
Music	MARTIN WALKER

SPECTRUM / AMSTRAD

Coding Spectrum	BOP PAPE
Coding Amstrad	TOM PROSSER
Graphics	FLIGHTS OF FANTASY
Music	PAUL HILEY

Produced by NICK DAWSON
Tested by DAVE CUMMINS/NICK DAWSON
Instruction manual by NICK DAWSON

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